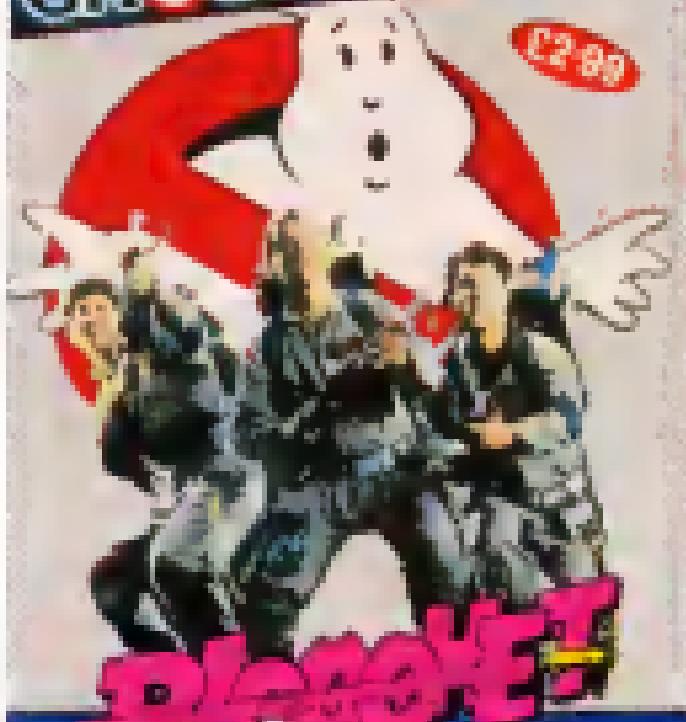


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# GH~~O~~ ST BUSTERS



• BY • MASTERTRONIC •

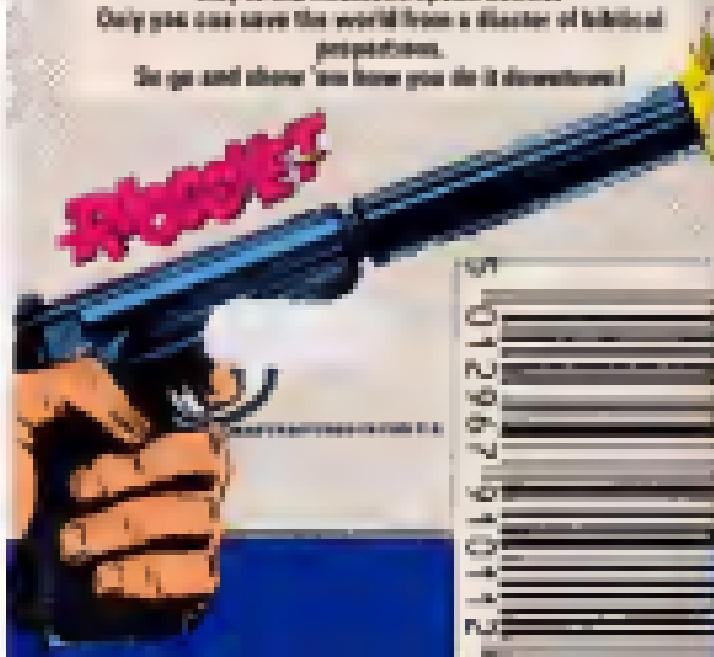


Has anybody seen a ghost? Matter of fact you they have! At least every second household of ghosts are visiting their way to the television speak centre!

Only you can save the world from a disaster of historic proportions.

The open and above [closed](#) [form](#) [the](#) [it](#) [direction](#)

Project



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GHOSTBUSTERS



# PlayNET

Press F1/Alt on the main screen. You'll see the START and EXIT keys on your keyboard (computer users having an AT-style keyboard). After you have heard a "beep" press the EXIT key. This program will now load. This should take several minutes.



- After several seconds, the program will load successfully. After a few more seconds, a full line screen will appear, containing approximately four messages:
  - Press F1/Alt again to the connection screen - see "CONNECTING TO YOUR COMPUTER". Once you have entered your name and an email address you will proceed automatically to the vehicle selection screen - see "SELECTING YOUR VEHICLE" (page 21).
  - To pause the game, press F1. To resume, press F9/F10.
  - To end the game, press F10/Alt and Esc.
  - To review the vehicle selection, press F3/F4/F5.

## CONNECTING TO YOUR COMPUTER

To begin your PlayNET franchise, you will need to go through a series of screens entering the required information. When you leave the PlayNET connection screen by pressing F1/Alt, you will enter the first franchise screen screen. The computer will print out a message in English; when it does this, you should enter your name, full name and press F1/F2/F3. The computer will then ask you in English if you have an account. If you have an account:

[Type the answer '1' and press F1/F2. After doing this, the computer will ask you what your account number is, and you then enter that number. The computer will then go onto the vehicle selection screen, and the amount you have in your account will be displayed in large numbers on the screen.]

If you do not have an account:

Enter the basic franchises F1/F2. After this, the computer gives you \$1000 on screen as account, and you proceed to the vehicle selection screen.

## SELECTING YOUR VEHICLE

You are now presented with the option of four different vehicles to use during the game. You may alter any of the cars by pressing the space bar on your keyboard; pressing the space bar in your Amstrad presents the number of the car selected to use, and

pressing ENTER, or you may purchase any of the cars simply by pressing the number of the car you choose, and pressing ENTER.

The four cars which are available are as follows:

1. The compact, with a cost of \$2,000 carries five items of cargo and has a top speed of 75 miles per hour.
2. The 1980休旅車 costs \$4,000, carries nine items of cargo, and has a top speed of 90 miles per hour.
3. The station wagon costs \$6,000, carries 11 items of cargo, and has a top speed of 110 miles per hour.
4. The high performance car costs \$10,000, carries seven items of cargo, and has a top speed of 140 miles per hour.

When you have decided which car you want, and have purchased it, you will move onto the equipment selection screen.

## EQUIPMENT SELECTION SCREENS

### Screen 1: Monitoring Equipment

In this screen you can purchase the PC energy detector, image repeater, and monitoring sensor. The amount of money you have remaining, after purchasing your car, is displayed in the upper right corner of the screen as two numbers. Each of the items on this screen has a cost displayed in the right hand column, so you purchase items the cost of these items will be deducted from the amount of money you had remaining.

Use the joystick to control the cursor and place the items you want in your car. To move onto the next equipment screen, type the number 2.

### Screen 2: Capture Equipment

The items which can be purchased from this screen are Ghost Bait, Traps, and the Ghost Vacuum. Note that traps are required, so you must purchase at least one trap. The procedure for purchasing items from this screen is the same as for the monitoring equipment screens. To move on to the final equipment screen, type the number 3.

### Screen 3: Storage Equipment

On this screen you can purchase the portable laser confinement system at a cost of \$1,000 (Be sure you have enough cash remaining in order to buy it).

When you have purchased all the items you want for your franchise, type 5 and you will go to the city map portion of the game.

## BUILDING A FRANCHISE

Follow instructions on the screen to buy and outfit your vehicle, to pick up and release supplies with the FURNIT, press the joystick button. Keep an eye on credit available (upper right corner).

- **PC ENERGY DETECTOR** warns of an approaching ghost, called a "Slime", by turning a building pink when you press it.
- **IMAGE REPEATER** makes Slimes easier to see when you are trying to catch them.
- **MARSHMALLOW SENSOR** warns you of the oncoming approach of the dreaded Marshmallow Man by turning a building white when you're try it.
- **GHOST VACUUM** picks up loose ghosts (called "Resembs") as you travel the streets of the city.
- **GOHOST TRAPS** are what you use to catch and store Slimes. Each trap holds one Slime. Without them you cannot earn money.
- **GOHOST BAIT** attracts Resembs, which periodically gather to form the Marshmallow Men. Without BAIT you cannot trap them. (See IMPORTANT SAFETY TIPS below.) You get free delivery of bait when purchased!

## • PORTABLE LASER COMPRESSION SYSTEM stores up to 5000m in your vehicle. Seven travel time back to GHQ for more traps.

### MAP SCREEN

Shows all the city appears, with Zed's lair/treasure in the center and GHQ at the bottom. Red building indicate the presence of a Slimer.

- Drive your vehicle to red building indicating as short a route as possible to reach building. As you do this, freeze any Passers that are moving. Do it by touching them.
- To position yourself at buildings directly above the street, push the jump. To position yourself at buildings below the street, pull back joystick and push the button.

### THE STREETS

Drive the vehicle at passing Passers if you have frozen any and push the button to recycle them up. This keeps them from getting to the Temple of Zed. The city's PC energy reading goes 100 for each Passer that gets to Zed.

### BUSTING GHOSTS

When you arrive at the site of the disturbance, take the following steps with the joystick:

- Drive the first Ghostbuster toward the centre of the building and push the button to dispose the trap. Then move him to the far left of the screen, turn his gun onto the trap and push the button again.

- The second Ghostbuster appears. Drive him to the far right of the screen. Turn him towards the trap, and push the button. Both Ghostbusters will power on their weapons (backpacks).
- Move your Ghostbusters toward to trap the Slimer between the streams. But do not - repeat, DO NOT - cross the streams.
- When you have the Slimer over the trap, push the button.

The trap will put him in the prison. Why does you know what will happen?

- Every trapped Slimer increases your credit rating. The amount gained depends on how quickly you respond. Your accumulated credits is shown on the screen at all times.

### IMPORTANT SAFETY TIPS

- Hit the SPACE bar during the game for a status report.
- Every escaped Slimer adds 500 to the city's PC energy level.
- Beware the warning of maximization-measurment. When a MAXIMIZATION ALARM flashes at the bottom of the screen, the Passers will quickly run to form line. You must immediately hit the "B" key on the keyboard to drive a dozen of bus before he stamp on my buildings.

### END OF GAME: THE TEMPLE OF ZED.

The game ends in one of three ways:

1. The Gatekeeper and Keymaster appear at the Temple of Zed and you have NOT earned more money than you originally started with.
2. Once the Gatekeeper and Keymaster have gained access to Zed, and you DO have sufficient credit you are not able to shoot any of your three Ghostbusters into the entrance of Zed.
3. You successfully reach the top of the Temple of Zed by shooting two Ghostbusters into its entrance.